

Figure 1

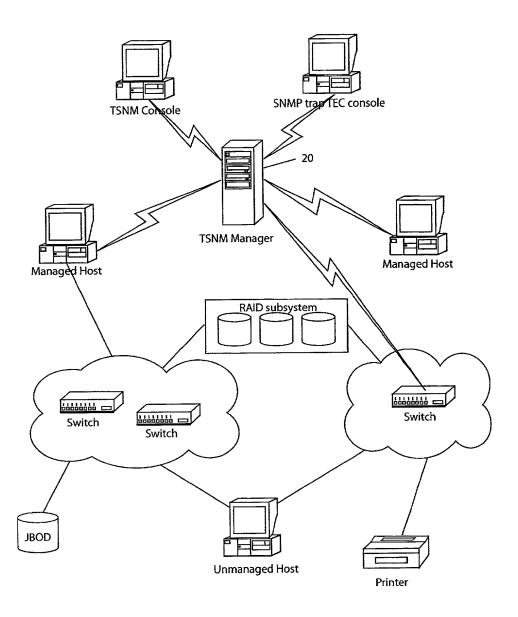


Figure 2

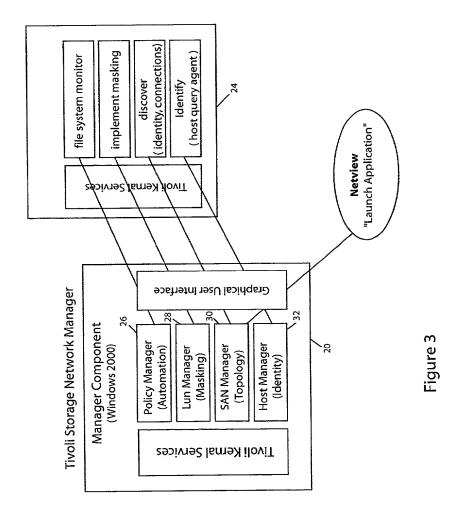
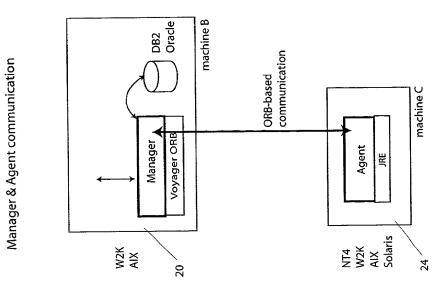


Figure 4



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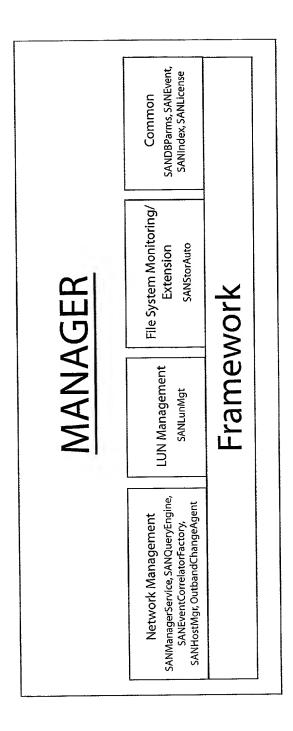


Figure 5

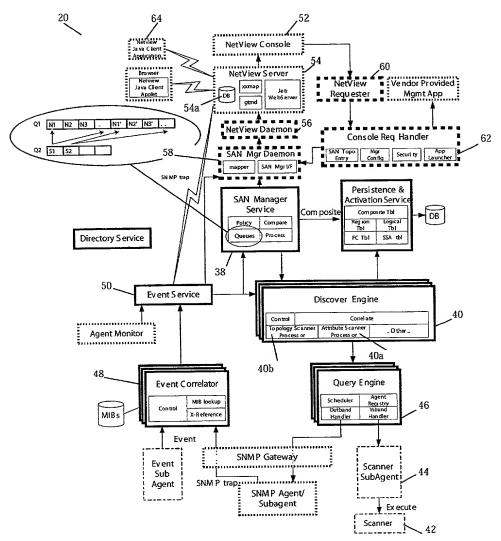
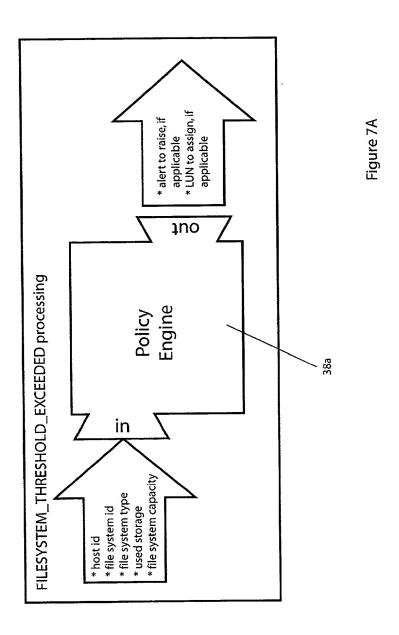


Figure 6



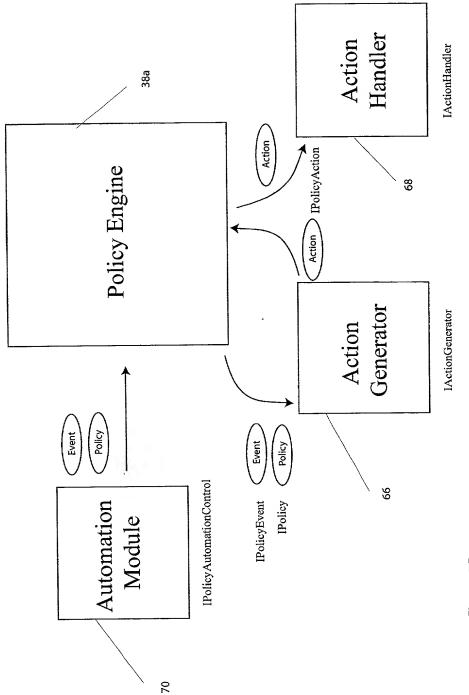


Figure 7B

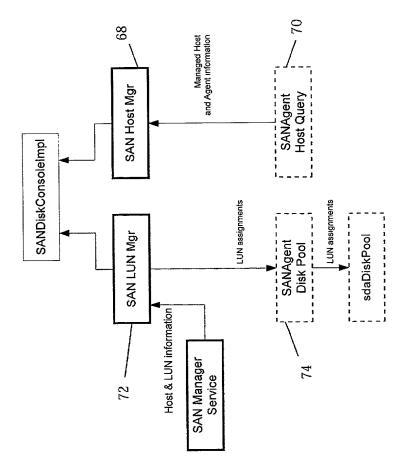


Figure 8

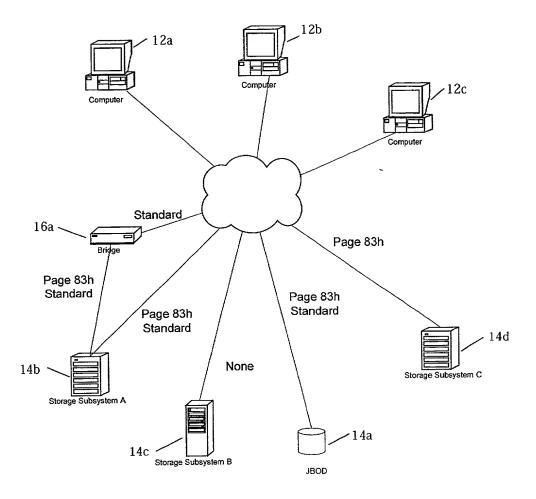
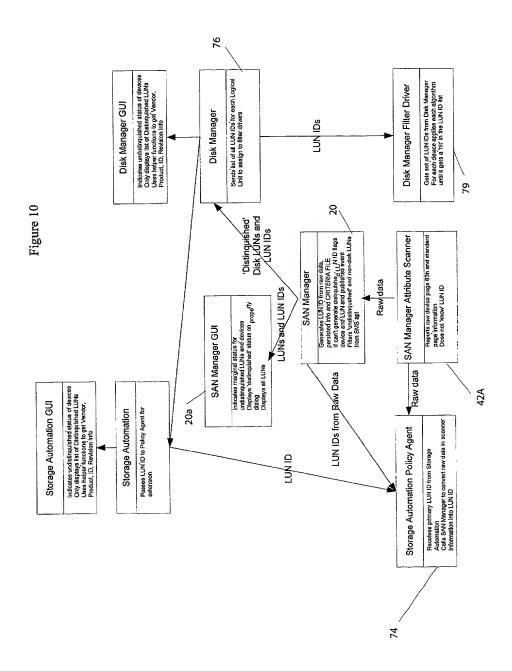


Figure 9



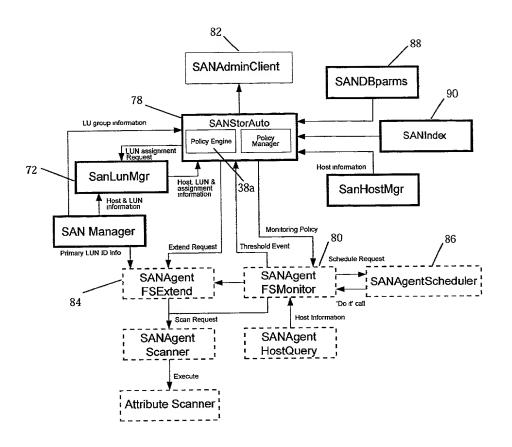


Figure 11

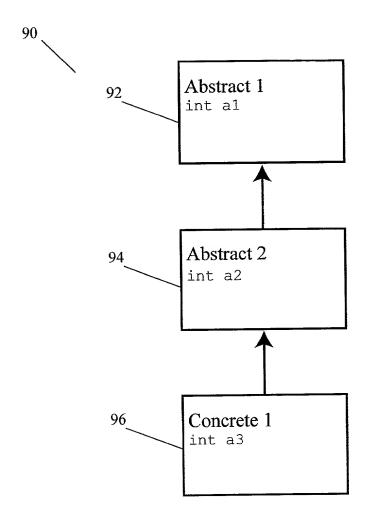


Figure 12

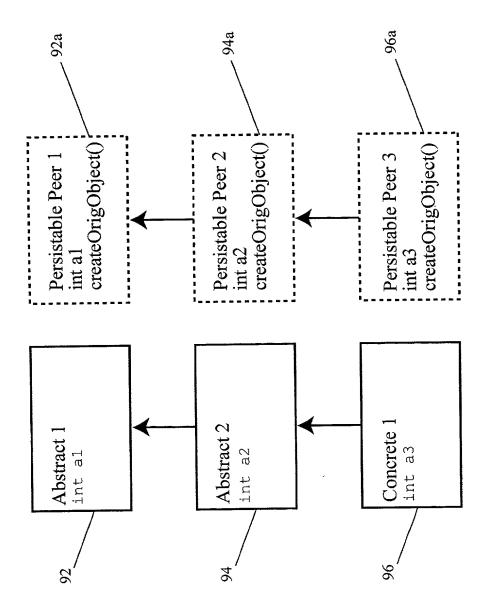
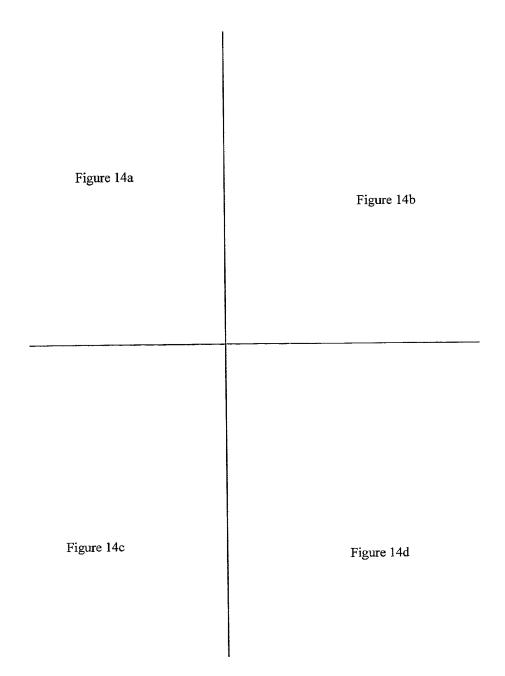
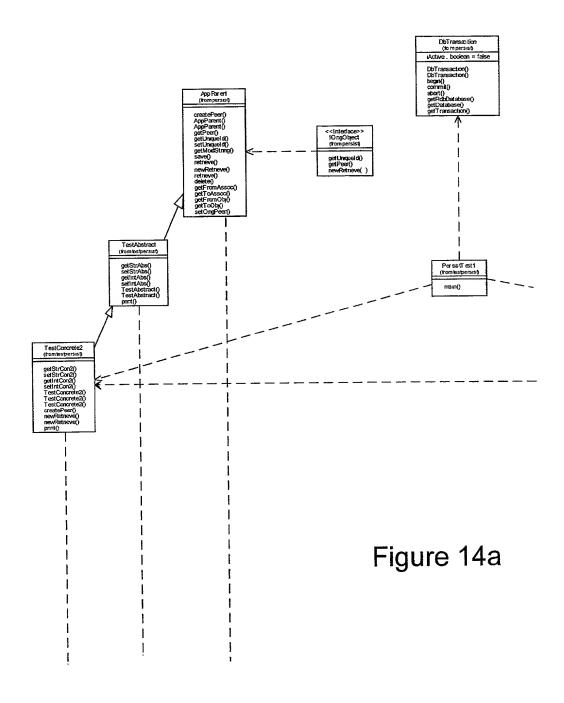
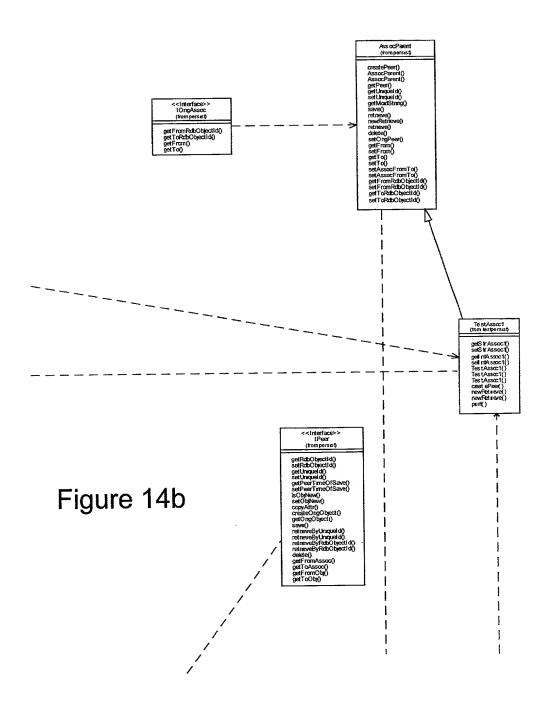
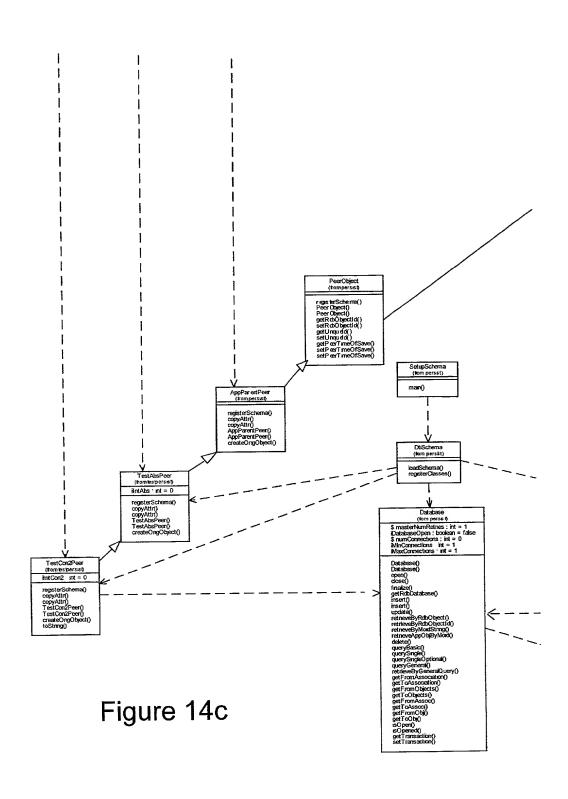


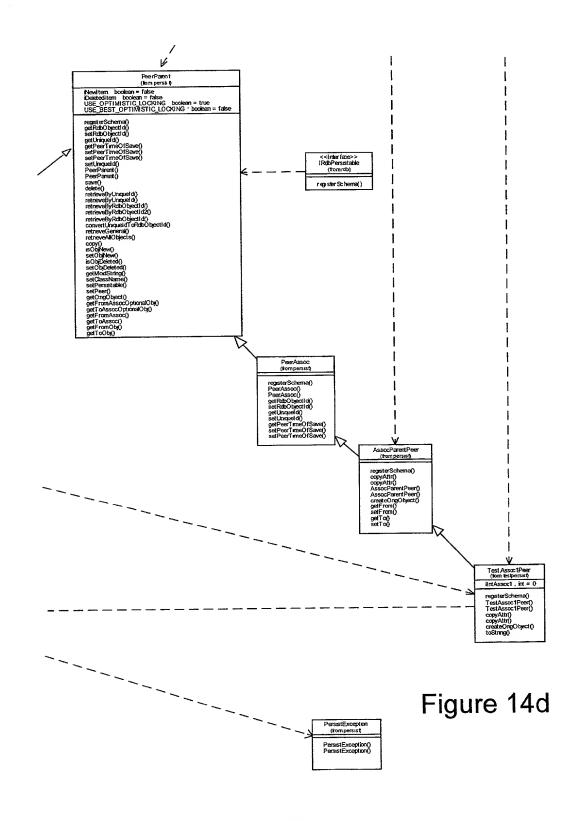
Figure 13











GUI (server) & Manager communication

▲ Manager creates objects (services) and "bind" them to Voyager directory service

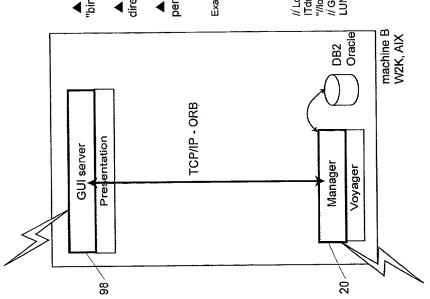
directory service and get the object "proxy" ▲ GUI "looks up" the object by name in

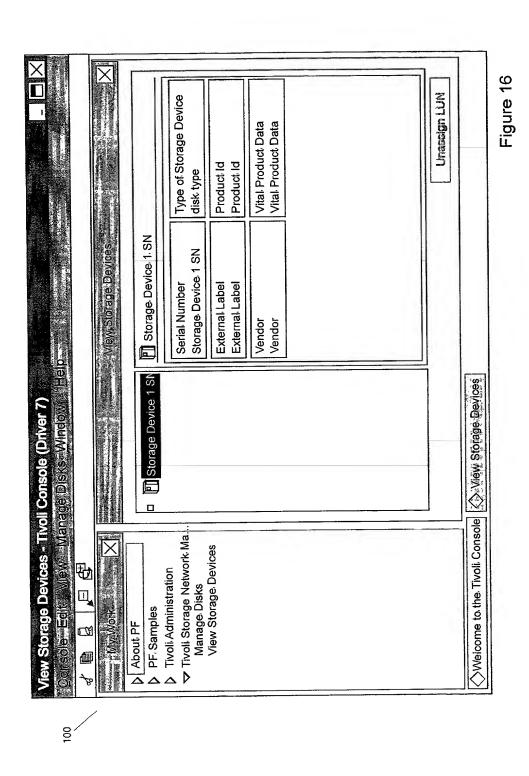
▲ GUI invokes object methods to obtain info or perform operation

getAccessibleLunsByHost (java.lang.String ip) LUN[] getAccessibleLunsByHost (java.lang.String it LUN[] getAllAccessibleLuns() LUN[] getAlsignedLunsByHost(HostaHost) LUN[] getAssignedLunsByHost(java.lang.String ip) LUN[] getAccessibleLunsByHost(HostaHost) Class TDMServer() Example:

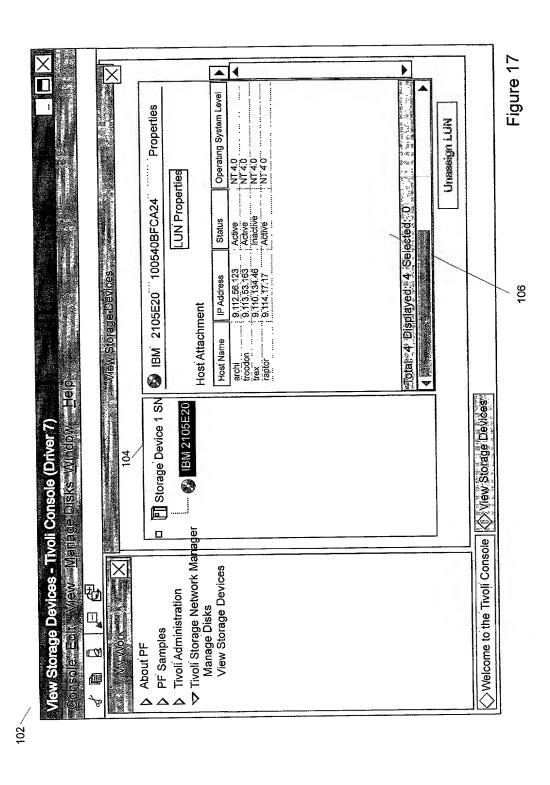
// Look up the ITdm Server proxy object from the directory service ITdmServeraTdm = (ITdm Server) Namespace.lookup("//localhost:9000/sandir/TdmServer"); // Get a list of all LUN objects in the region. LUN[] temp1 = aTdm.getAllAccessibleLuns();

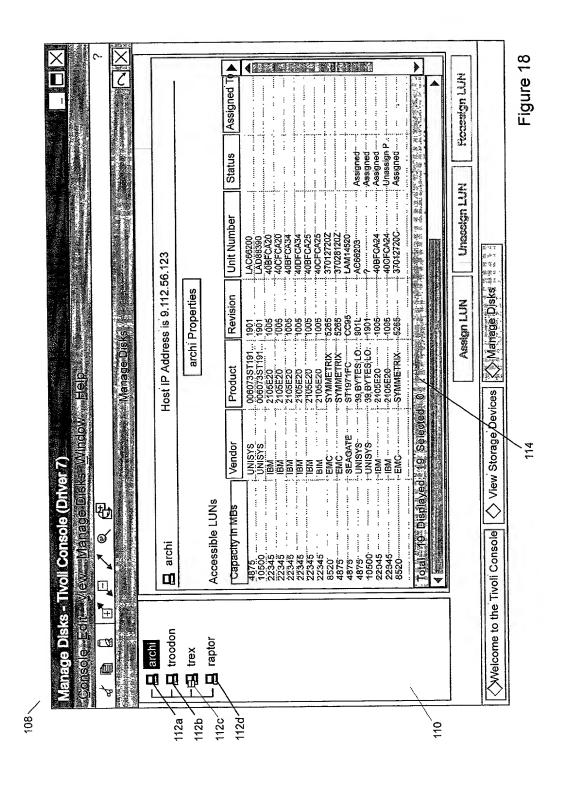
Figure 15

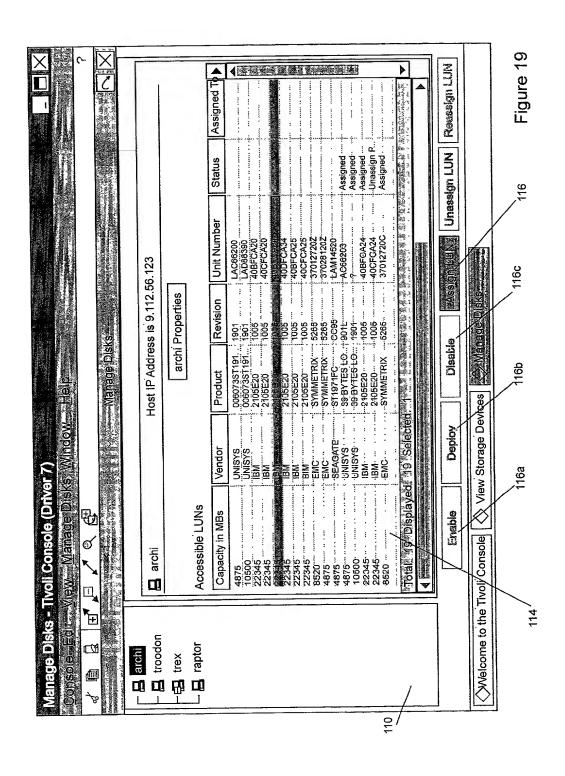


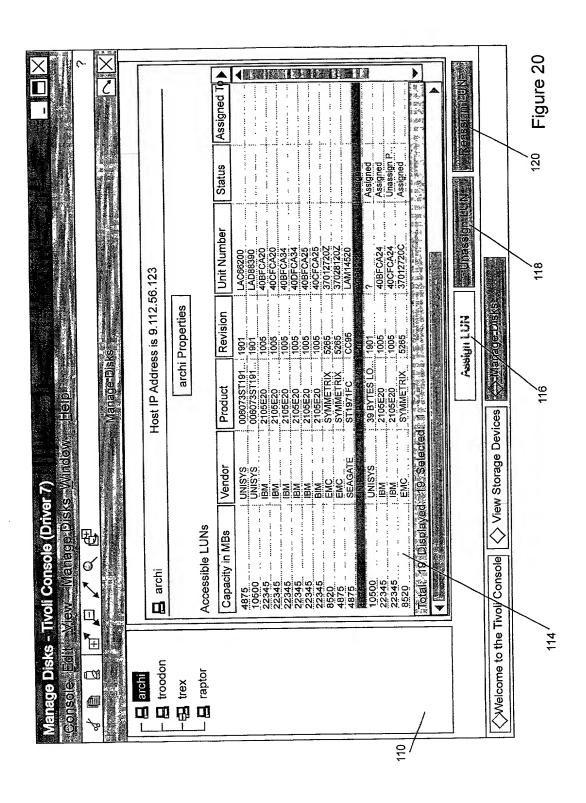


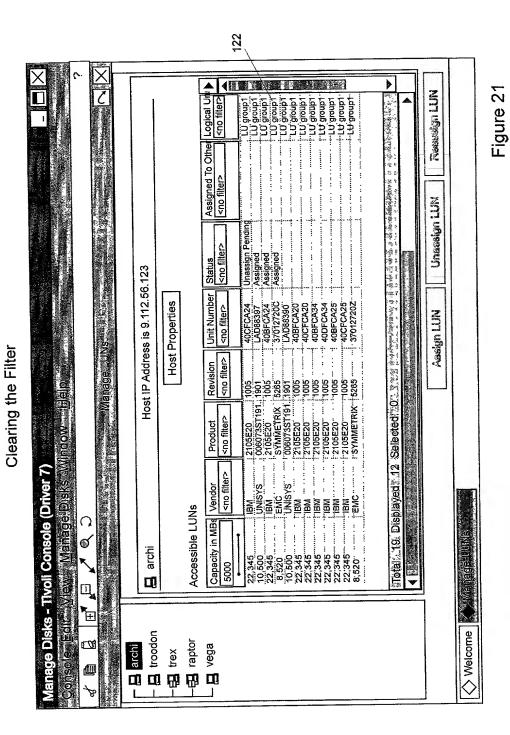
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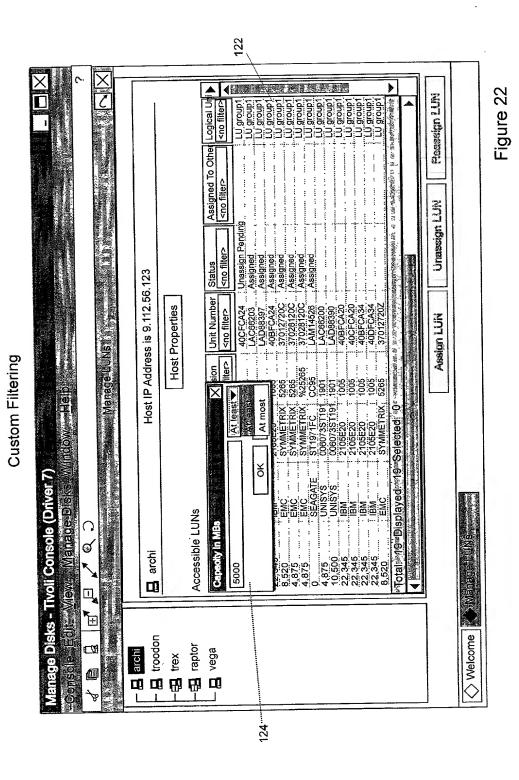








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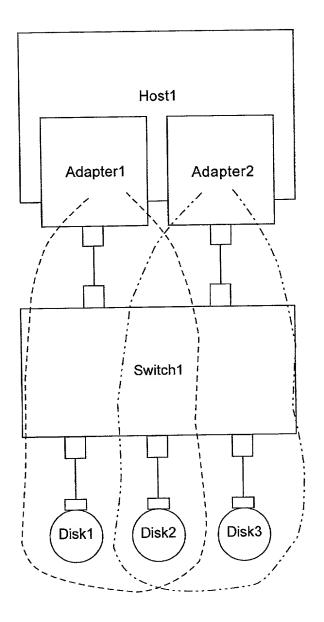
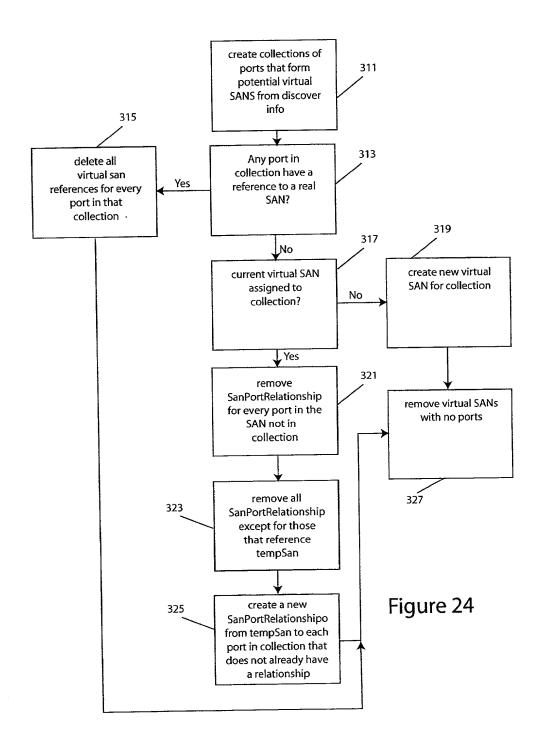
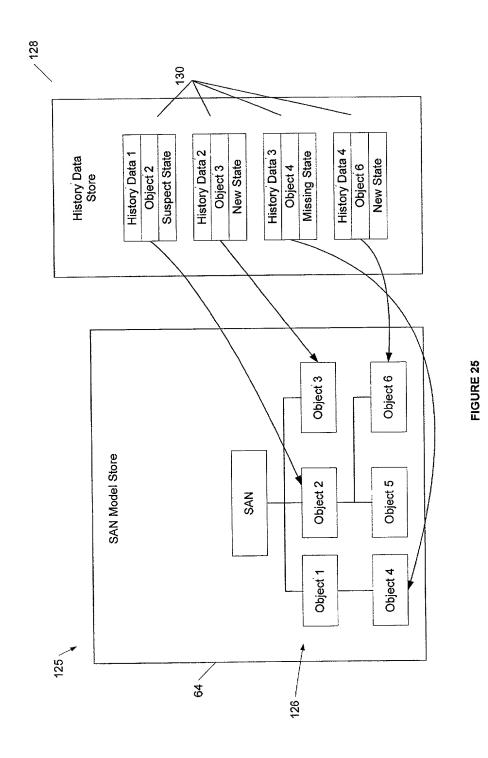


Figure 23





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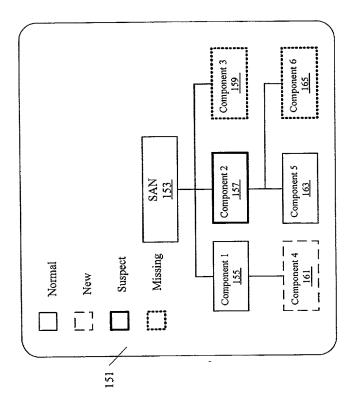


FIGURE 26

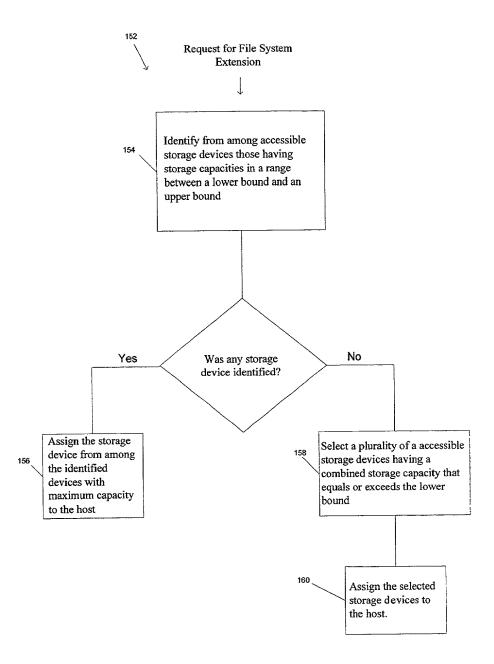


Figure 27

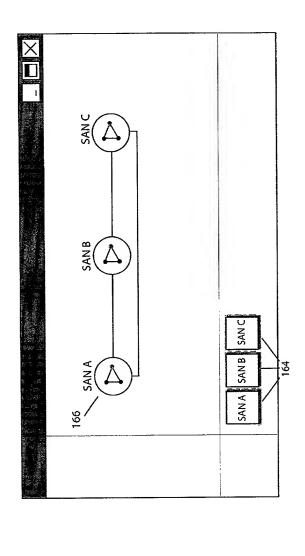


Figure 28

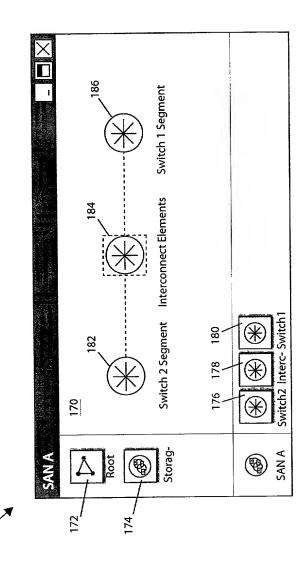


Figure 29

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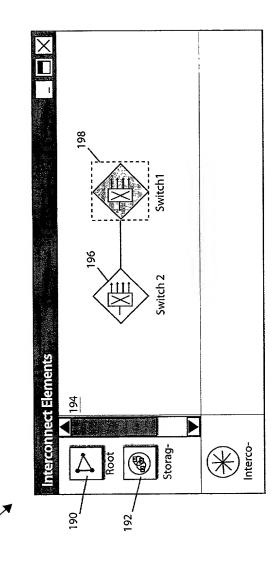
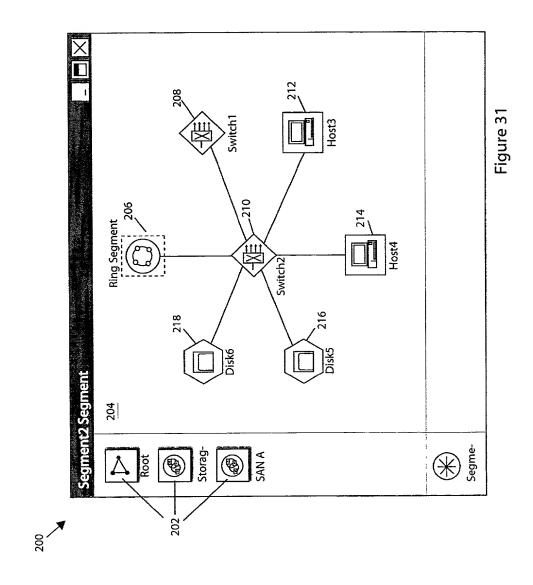
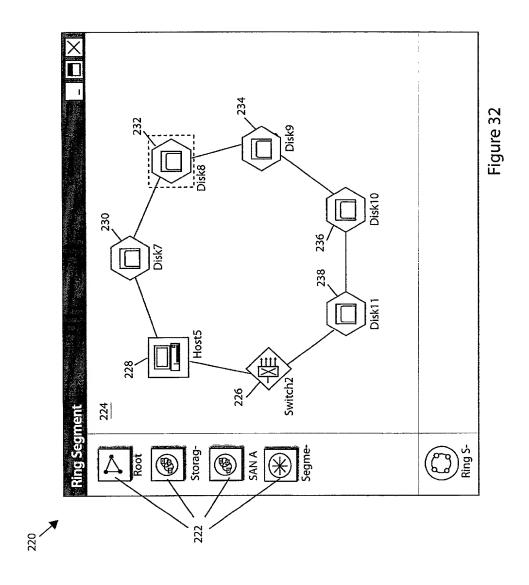
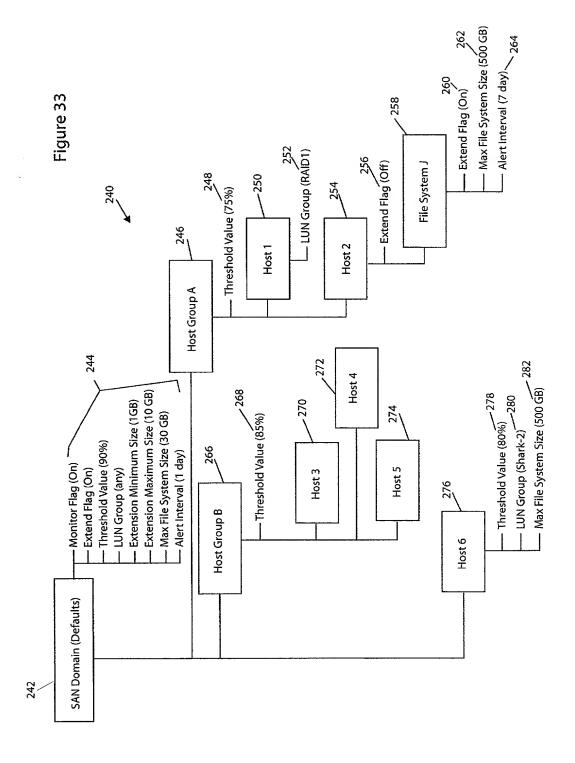


Figure 30







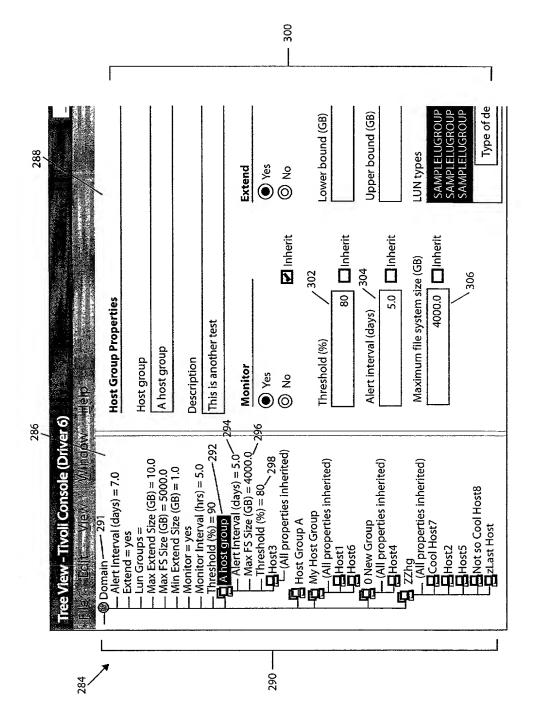
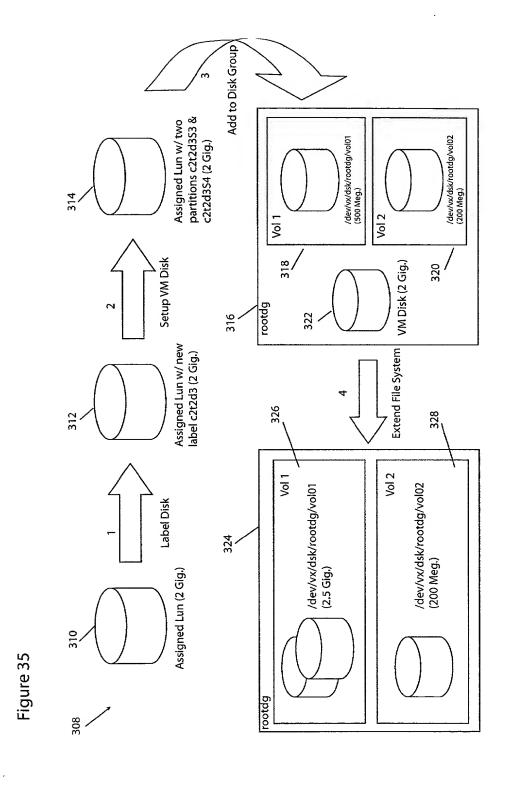


Figure 34



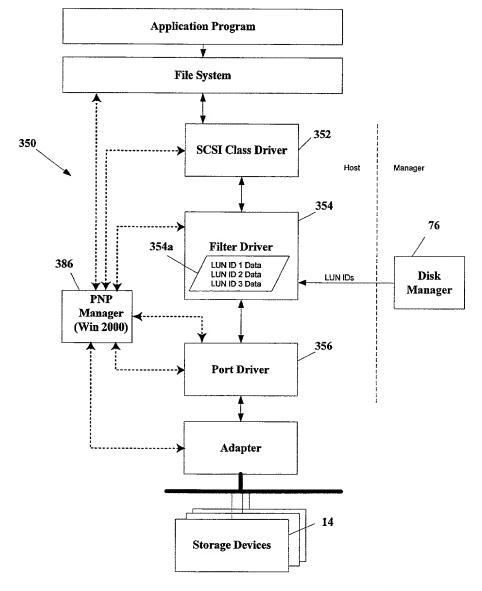
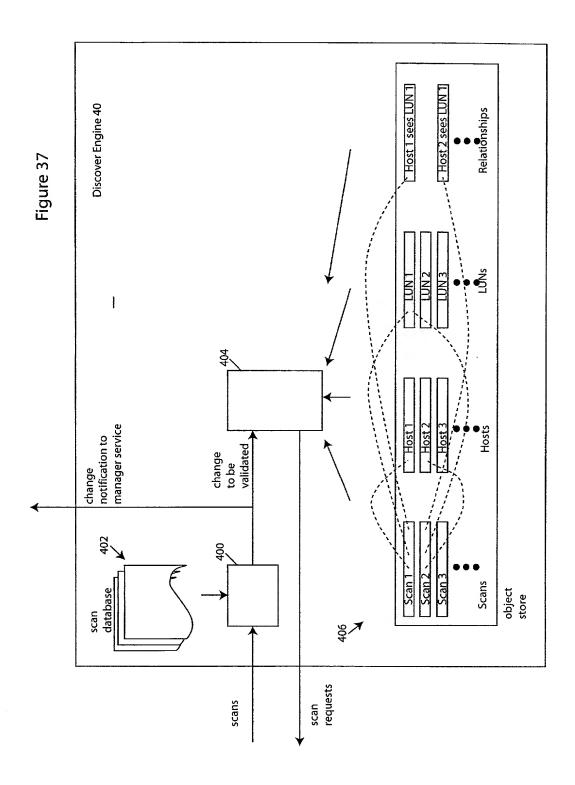
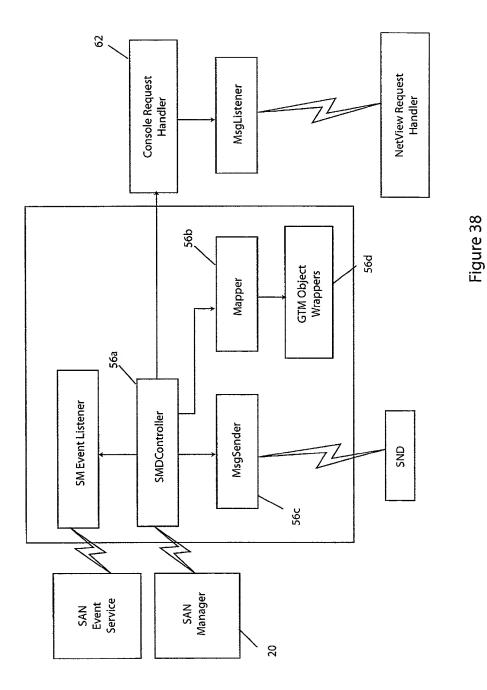


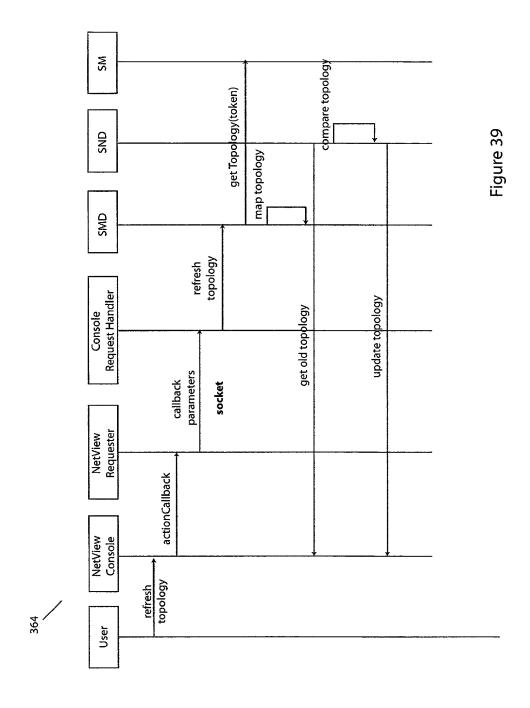
FIGURE 36

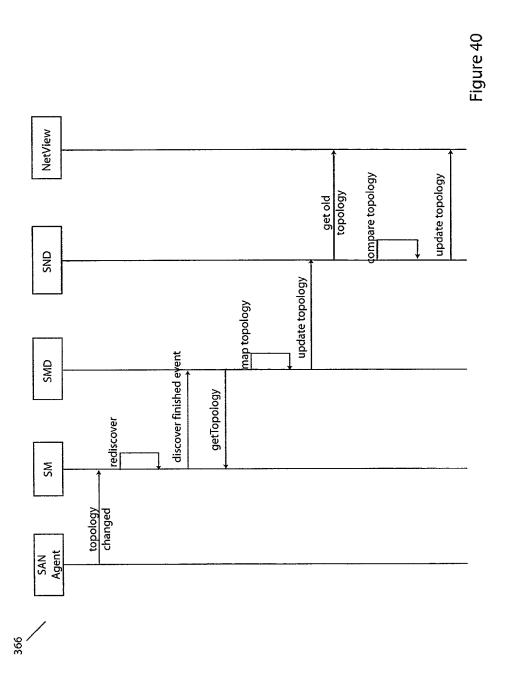


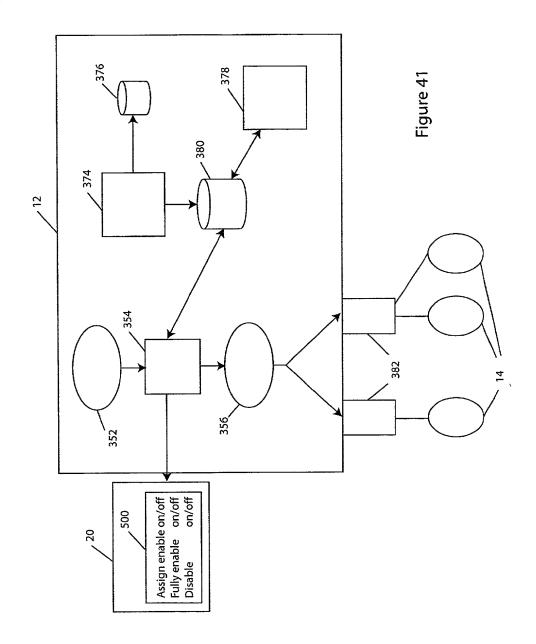
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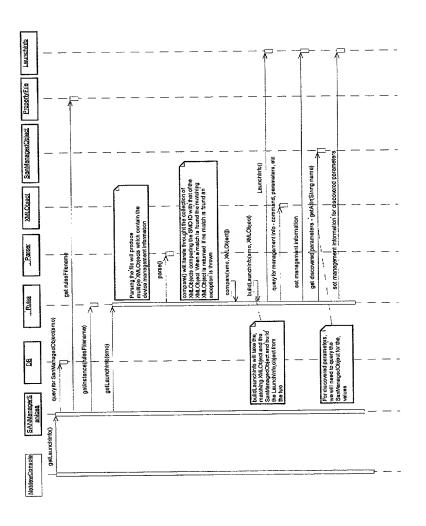


Figure 42

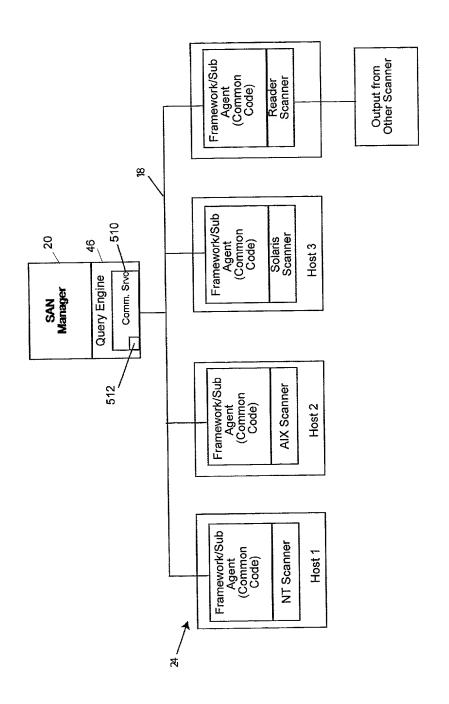


Figure 43